

CONTENTS

PREFACE	vii
CHAPTER 1 DIGITAL SIGNAL PROCESSING FUNDAMENTALS	1
1.1 SEQUENCES	2
1.1.1 The Sampling Function	3
1.1.2 Samples Signal Spectra	4
1.1.3 Spectra of Continuous Time and Discrete Time Signals	5
1.2 LINEAR TIME-INVARIANT OPERATORS	8
1.2.1 Causality	10
1.2.2 Difference Equations	10
1.2.3 The z -Transform Description of Linear Operators	11
1.2.4 Frequency Domain Transfer Function of an Operator	14
1.2.5 Frequency Response from the z -Transform Description	15
1.3 DIGITAL FILTERS	17
1.3.1 Finite Impulse Response (FIR) Filters	18
1.3.2 Infinite Impulse Response (IIR) Filters	21
1.3.3 Examples of Filter Responses	22
1.3.4 Filter Specifications	23
1.4 DISCRETE FOURIER TRANSFORMS	25
1.4.1 Form	25
1.4.2 Properties	26
1.4.3 Power Spectrum	27

1.4.4	Averaged Periodograms	28
1.4.5	The Fast Fourier Transform (FFT)	28
1.4.6	An Example of the FFT	30
1.5	NONLINEAR OPERATORS	32
1.5.1	μ -Law and A-Law Compression	33
1.6	PROBABILITY AND RANDOM PROCESSES	35
1.6.1	Basic Probability	35
1.6.2	Random Variables	36
1.6.3	Mean, Variance, and Gaussian Random Variables	37
1.6.4	Quantization of Sequences	40
1.6.5	Random Processes, Autocorrelation, and Spectral Density	42
1.6.6	Modeling Real-World Signals with AR Processes	43
1.7	ADAPTIVE FILTERS AND SYSTEMS	46
1.7.1	Wiener Filter Theory	48
1.7.2	LMS Algorithms	50
1.8	REFERENCES	51
 CHAPTER 2 C PROGRAMMING FUNDAMENTALS		 53
2.1	THE ELEMENTS OF REAL-TIME DSP PROGRAMMING	53
2.2	VARIABLES AND DATA TYPES	56
2.2.1	Types of Numbers	56
2.2.2	Arrays	58
2.3	OPERATORS	59
2.3.1	Assignment Operators	59
2.3.2	Arithmetic and Bitwise Operators	60
2.3.3	Combined Operators	61
2.3.4	Logical Operators	61
2.3.5	Operator Precedence and Type Conversion	62
2.4	PROGRAM CONTROL	63
2.4.1	Conditional Execution: if-else	63
2.4.2	The switch Statement	64
2.4.3	Single-Line Conditional Expressions	65
2.4.4	Loops: while , do-while , and for	66
2.4.5	Program Jumps: break , continue , and goto	67
2.5	FUNCTIONS	69
2.5.1	Defining and Declaring Functions	69
2.5.2	Storage Class, Privacy, and Scope	71
2.5.3	Function Prototypes	73
2.6	MACROS AND THE C PREPROCESSOR	74
2.6.1	Conditional Preprocessor Directives	74
2.6.2	Aliases and Macros	75

- 2.7 POINTERS AND ARRAYS 77**
 - 2.7.1 Special Pointer Operators 77
 - 2.7.2 Pointers and Dynamic Memory Allocation 78
 - 2.7.3 Arrays of Pointers 80
- 2.8 STRUCTURES 82**
 - 2.8.1 Declaring and Referencing Structures 82
 - 2.8.2 Pointers to Structures 84
 - 2.8.3 Complex Numbers 85
- 2.9 COMMON C PROGRAMMING PITFALLS 87**
 - 2.9.1 Array Indexing 87
 - 2.9.2 Failure to Pass-by-Address 87
 - 2.9.3 Misusing Pointers 88
- 2.10 NUMERICAL C EXTENSIONS 90**
 - 2.10.1 Complex Data Types 90
 - 2.10.2 Iteration Operators 91
- 2.11 COMMENTS ON PROGRAMMING STYLE 92**
 - 2.11.1 Software Quality 93
 - 2.11.2 Structured Programming 95
- 2.12 REFERENCES 97**

CHAPTER 3 DSP MICROPROCESSORS IN EMBEDDED SYSTEMS

98

- 3.1 TYPICAL FLOATING-POINT DIGITAL SIGNAL PROCESSORS 99**
 - 3.1.1 AT&T DSP32C and DSP3210 100
 - 3.1.2 Analog Devices ADSP-210XX 104
 - 3.1.3 Texas Instruments TMS320C3X and TMS320C40 108
- 3.2 TYPICAL PROGRAMMING TOOLS FOR DSP 111**
 - 3.2.1 Basic C Compiler Tools 111
 - 3.2.2 Memory Map and Memory Bandwidth Considerations 113
 - 3.2.3 Assembly Language Simulators and Emulators 114
- 3.3 ADVANCED C SOFTWARE TOOLS FOR DSP 117**
 - 3.3.1 Source Level Debuggers 117
 - 3.3.2 Assembly-C Language Interfaces 120
 - 3.3.3 Numeric C Compilers 121
- 3.4 REAL-TIME SYSTEM DESIGN CONSIDERATIONS 124**
 - 3.4.1 Physical Input/Output (Memory Mapped, Serial, Polled) 124
 - 3.4.2 Interrupts and Interrupt-Driven I/O 125
 - 3.4.3 Efficiency of Real-Time Compiled Code 128
 - 3.4.4 Multiprocessor Architectures 130

CHAPTER 4 REAL-TIME FILTERING	132
4.1 REAL-TIME FIR AND IIR FILTERS	132
4.1.1 FIR Filter Function	134
4.1.2 FIR Filter Coefficient Calculation	136
4.1.3 IIR Filter Function	145
4.1.4 Real-Time Filtering Example	151
4.2 FILTERING TO REMOVE NOISE	158
4.2.1 Gaussian Noise Generation	158
4.2.2 Signal-to-Noise Ratio Improvement	160
4.3 SAMPLE RATE CONVERSION	160
4.3.1 FIR Interpolation	163
4.3.2 Real-Time Interpolation Followed by Decimation	163
4.3.3 Real-Time Sample Rate Conversion	167
4.4 FAST FILTERING ALGORITHMS	168
4.4.1 Fast Convolution Using FFT Methods	170
4.4.2 Interpolation Using the FFT	176
4.5 OSCILLATORS AND WAVEFORM SYNTHESIS	178
4.5.1 IIR Filters as Oscillators	178
4.5.2 Table-Generated Waveforms	179
4.6 REFERENCES	184
CHAPTER 5 REAL-TIME DSP APPLICATIONS	186
5.1 FFT POWER SPECTRUM ESTIMATION	186
5.1.1 Speech Spectrum Analysis	187
5.1.2 Doppler Radar Processing	190
5.2 PARAMETRIC SPECTRAL ESTIMATION	193
5.2.1 ARMA Modeling of Signals	193
5.2.2 AR Frequency Estimation	198
5.3 SPEECH PROCESSING	200
5.3.1 Speech Compression	201
5.3.2 ADPCM (G.722)	202
5.4 MUSIC PROCESSING	218
5.4.1 Equalization and Noise Removal	218
5.4.2 Pitch-Shifting	220
5.4.3 Music Synthesis	225
5.5 ADAPTIVE FILTER APPLICATIONS	228
5.5.1 LMS Signal Enhancement	228
5.5.2 Frequency Tracking with Noise	233
5.6 REFERENCES	237
APPENDIX—DSP FUNCTION LIBRARY AND PROGRAMS	238